

| | Type | L # | Hits | Search Text | DBs | Time Stamp |
|----|------|-----|------|---|-------|------------------|
| 1 | BRS | L1 | 0 | simulator and (immobile adj device)and sensors and feedback | USPAT | 2004/03/10 15:13 |
| 2 | BRS | L2 | 0 | simulator and (immovable adj device)and sensors and feedback | USPAT | 2004/03/10 15:13 |
| 3 | BRS | L3 | 0 | simulator and (immobilizing adj device)and sensors and feedback | USPAT | 2004/03/10 15:14 |
| 4 | BRS | L4 | 1 | simulator and (immobilizing adj device) | USPAT | 2004/03/10 15:14 |
| 5 | BRS | L5 | 84 | simulator and immobile | USPAT | 2004/03/10 15:14 |
| 6 | BRS | L6 | 0 | simulator and (immobile adj device) | USPAT | 2004/03/10 15:14 |
| 7 | BRS | L7 | 65 | simulator and haptic and head and sensor | USPAT | 2004/03/10 15:19 |
| 8 | BRS | L8 | 14 | simulator and vr and haptic and head | USPAT | 2004/03/10 15:23 |
| 9 | BRS | L9 | 0 | simulator and vr and haptic and head and joystic | USPAT | 2004/03/10 15:23 |
| 10 | BRS | L10 | 11 | simulator and vr and haptic and head and arms | USPAT | 2004/03/10 15:26 |
| 11 | BRS | L11 | 41 | simulator and (vr or (virtual adj reality)) and haptic and head and arms | USPAT | 2004/03/10 15:27 |
| 12 | BRS | L12 | 38 | simulator and (vr or (virtual adj reality)) and haptic and head and arms and human | USPAT | 2004/03/10 15:49 |
| 13 | BRS | L13 | 38 | simulator and (vr or (virtual adj reality)) and haptic and head and arms and human and sensors | USPAT | 2004/03/10 15:34 |
| 14 | BRS | L14 | 0 | simulator and (vr or (virtual adj reality)) and joystic | USPAT | 2004/03/10 15:34 |
| 15 | BRS | L15 | 1 | simulator and joystic | USPAT | 2004/03/10 15:35 |
| 16 | BRS | L16 | 0 | simulator and joystic and vr | USPAT | 2004/03/10 15:35 |
| 17 | BRS | L17 | 705 | simulator and gauge | USPAT | 2004/03/10 15:35 |
| 18 | BRS | L18 | 144 | simulator and gauge and precision | USPAT | 2004/03/10 15:35 |
| 19 | BRS | L19 | 4 | simulator and gauge and precision and vr | USPAT | 2004/03/10 15:35 |
| 20 | BRS | L20 | 4 | simulator and (vr or (virtual adj reality)) and haptic and head and arms and (body near stationary) | USPAT | 2004/03/10 15:52 |

| | Type | L # | Hits | Search Text | DBs | Time Stamp |
|----|------|-----|------|--|-------|---------------------|
| 21 | BRS | L21 | 0 | simulator and (vr or (virtual adj reality)) and haptic and head and arms and (body near sitting) | USPAT | 2004/03/10 15:52 |